

# STEEL PANTHERS III

## BRIGADE COMMAND: 1939-1999

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### READ ME FIRST!

We know you're anxious to begin **STEEL PANTHERS III: BRIGADE COMMAND**, but before you do, please be sure that your system meets the following minimum system requirements:

- 486 DX/66 MHz IBM PC or compatible
- **16 MB** of RAM
- MS-DOS 6.22 or higher
- An **Uncompressed** hard drive with **16 MB** free
- A **2X** CD-ROM drive
- A VGA video adapter, or an SVGA video adapter with a Color SVGA Monitor
- A 100% Microsoft (or Logitech) compatible mouse
- Microsoft mouse driver version 9.00 or higher or Logitech mouse driver version 6.24 or higher

### MEMORY REQUIREMENTS

The minimum amount of free base RAM required is:

**400,000 BYTES OF FREE CONVENTIONAL RAM**

**6,800,000 BYTES OF FREE XMS**

Remember, 1K is equal to 1024 bytes. For example, 540K equals 552,960 bytes.

**Note:** Hard drive size and total system memory available have no bearing on free RAM. Follow the directions below to determine if you have enough available memory to run the game.

### To Check Your Free Base RAM

Type **MEM** from within the DOS directory. The free base RAM is listed as "LARGEST EXECUTABLE PROGRAM SIZE." Compare the listed amount to the amount of free memory required by the game. Also listed is "FREE EXTENDED MEMORY" (or free XMS). If your amount is lower than the game requires, follow the instructions for making a "boot disk" given under the "Memory" section of this data card, or free up additional memory (see the Memory Management section of your DOS manual) before continuing.

### NOTICE

Several changes were made to the game after the User Manual was printed. Refer to the **README.TXT** file for complete listings of up to date information.

## INSTALLING THE GAME

**Note:** You must install game files to your hard drive and have the **STEEL PANTHERS III: BRIGADE COMMAND** CD in your CD-ROM drive to play this game.

### DOS Installation:

1. To install the game, place the CD in your CD-ROM drive. Be sure this drive is the active drive. For example, to make drive D the active drive, type **D:** and then press Enter.
2. Type **INSTALL** and press Enter. A screen listing basic system information is displayed. If the install program detects any unmet system requirements, the problem areas will be highlighted in red. Clicking on any item (or typing the corresponding item number) displays additional information and/or help for that item.

There are three install levels for this game. The install program will list the amount of RAM needed for each level.

3. Note any unmet requirements, then press Enter to continue the installation.
4. Follow all on-screen prompts.
5. After running the sound installation program, close the **Finished-set sound** window. It will not close automatically.
6. To register your DOS copy of **STEEL PANTHERS III: BRIGADE COMMAND**, contact SSI at 408-737-6800.

### Windows 95 Installation:

1. To install the game, place the **STEEL PANTHERS III: BRIGADE COMMAND** CD in your CD-ROM drive.
2. If autorun functions on your machine, the setup will automatically take you to the Install/Cancel prompt. If not, **Explore** the CD and left double-click on the **Autorun.exe** icon.
3. Click on the **Install** button which is in the lower left of the setup box.
4. The game will run the setup, allowing you to select the install you want.
5. After running the sound installation program, close the **Finished-set sound** window. Windows 95 will not close it automatically.
6. The option to install three demos is available, just click on the appropriate button in the Install screen and follow the on-screen prompts.
7. To register your copy of **STEEL PANTHERS III: BRIGADE COMMAND**, click on **Free Stuff**.

**If you experience problems during installation, please refer to the "Troubleshooting" section of this data card. Additional information regarding memory, sound, video, and mouse setup can be found there.**

## STARTING THE GAME

### To start STEEL PANTHERS III: BRIGADE COMMAND from DOS:

1. Boot your system normally with MS-DOS 6.22 or greater.
2. Be sure that the hard disk containing the game is the active drive.
3. Change the drive and current directory to the game's directory. For example, to change to the default drive and directory you would type **C:** and press Enter, then type **CD\STEEL3** and press Enter.
4. Type **STEEL3** and press Enter to start the game.

### To start STEEL PANTHERS III: BRIGADE COMMAND from Windows 95:

1. From your desktop, select the icon which allows you to browse through your drives and directories (This is usually labeled "My Computer").
2. Select the drive and directories in which your **STEEL PANTHERS III** game resides (The default directory would be **C:\PROGRAM FILES\STEEL3**).
3. Double left-click on the **STEEL3.EXE** icon in your game directory.

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## STARTING THE GAME (continued)

For complete and specific "how to play" information, please refer to the User Manual. Any notes regarding changes to the game made after the User Manual was printed, or any rules errata can be found after the "Troubleshooting" section. Some changes were made too late to include in this data card. Please read the **README.TXT** file in your game directory for more information.

## UNINSTALLING THE GAME IN WINDOWS 95

To uninstall the game, choose **Settings** from the Windows 95 **Start** button, and select **Control Panel**. In the **Control Panel** window, select **Add/Remove Programs**, left-click on **STEEL PANTHERS III: BRIGADE COMMAND**, and click on the **Add/Remove** button. The game and all of its components are then removed from your hard drive, except for your saved games and other files created after installation.

## SAVING GAMES

STEEL PANTHERS III: BRIGADE COMMAND requires space on your hard drive for saved games and temporary files. You need approximately **1 MB** free on your hard drive for each saved game.

## COPY PROTECTION

STEEL PANTHERS III: BRIGADE COMMAND requires that the CD must be in your CD-ROM drive to play the game.

## WINDOWS® 95 DISCLAIMER

If you run STEEL PANTHERS III: BRIGADE COMMAND through the Windows 95 environment, the game may lock up at random times and may run substantially slower. We recommend that you run STEEL PANTHERS III: BRIGADE COMMAND in DOS mode, but if you are going to run in Windows 95, you must make sure no other applications are running, and your screen saver is turned off.

## TROUBLESHOOTING

### MEMORY ISSUES

This game requires **400,000** bytes of **free conventional** memory to run. Read the front page of this data card to find out how to check your free RAM. If your system does not have enough free base memory, the game may tell you in the form of an error message or it may crash after startup or during play. Not having files and buffers set correctly for the program can result in corrupted data in saved games and/or crashes during play.

### HOW TO MAKE A BOOT DISK

You can free more memory without changing your normal system configuration by creating a boot disk. A boot disk is the best way to temporarily change your system's configuration without possible side effects.

1. Place a blank disk in your A: drive and the game CD in the CD-ROM drive. (Note: it must be your A: drive to operate properly.)
2. Place your STEEL PANTHERS III: BRIGADE COMMAND CD into your CD-ROM drive.
3. Change the active drive to the CD-ROM drive (usually D:) by typing **D:** and pressing Enter.
4. Type **INSTALL BOOT** and press Enter.
5. Follow the prompts until you see the message "Boot Disk Creation Successful".
6. Add the appropriate CD-ROM (and if applicable, sound card) drivers to your boot disk. These can be found in the original C:\CONFIG.SYS and C:\AUTOEXEC.BAT files, or the appropriate hardware manuals.

## To Start the Game with This Boot Disk

1. Place your boot disk in your A: drive and the game CD in the CD-ROM drive.
2. Reboot your machine (**Ctrl-Alt-Del** on the keyboard, or hit the reset button).

After your machine reboots, you will find yourself in the STEEL PANTHERS III game directory. Type **STEEL3** and press Enter to start the game.

This procedure works for most systems. Certain conditions, however, may prevent our program from successfully creating a boot disk for your particular system setup (a nonstandard mouse driver or operating system other than MS-DOS, for example). If you experience problems using this procedure, try the manual boot disk procedure below. (Note: This procedure may not work with PS/1s or laptops.)

## TO CREATE A BOOT DISK MANUALLY

1. Place a floppy disk in drive A: (Note: it must be in drive A:).
2. From the C: prompt type **FORMAT A:/S** and press Enter.
3. Go to the A: drive by typing **A:** and press Enter.
4. Type **EDIT CONFIG.SYS** and press Enter. When the blue screen appears type in the lines just as they appear in the sample CONFIG.SYS which follows. Save this file (choose "Save", not "Save As"), then exit.
5. Type **EDIT AUTOEXEC.BAT** and press Enter. When the blue screen appears type in the lines just as they appear in the sample AUTOEXEC.BAT which follows. Save this file (choose "Save", not "Save As"), and exit.

### Sample files:

#### CONFIG.SYS

DEVICE=C:\WINDOWS\HIMEM.SYS  
DEVICE=C:\WINDOWS\EMM386.EXE  
DOS=HIGH,UMB  
FILES=25  
BUFFERS=25

#### AUTOEXEC.BAT

PATH=C:\;C:\WINDOWS;C:\MOUSE  
PROMPT \$P\$G  
LOADHIGH MOUSE

**NOTE:** If your machine has no form of Windows present, replace C:\WINDOWS with C:\DOS in the "DEVICE=..." statements in the sample CONFIG.SYS file listed above and remove it from the path statement in the AUTOEXEC.BAT file.

**IMPORTANT:** Be sure to include the necessary CD and sound card drivers in the appropriate files. Refer to your respective CD and sound card manuals, or original CONFIG.SYS and AUTOEXEC.BAT files, for the correct names and locations of the drivers required.

For example, the Media Vision Pro Audio Spectrum 16 users may need the following line in their CONFIG.SYS:

**DEVICEHIGH=C:\PROAUDIO\MVSOUND.SYS D:3 Q:7 S:1,220,1,5 M:0 J:1**

CD-ROM drivers may appear as follows:

<b>CONFIG.SYS</b>	<b>DEVICE=C:\CDROM\CDROM.SYS /D:MSCD001</b>
<b>AUTOEXEC.BAT</b>	<b>C:\WINDOWS\MSCDEX.EXE /D:MSCD001</b>

**Note:** The operating system looks for the /D: to match CD-ROM drivers in the CONFIG.SYS and AUTOEXEC.BAT files.

## To Start the Game with This Boot Disk:

1. Place your boot disk in your A: drive.
2. Reboot your machine (**Ctrl-Alt-Del** on the keyboard, or press the reset button).
3. Be sure that the hard disk containing the game is the active drive.
4. Change the current directory to the game's directory. For example, to change to the default directory type **CD\STEEL3** and press Enter.
5. Type **STEEL3** and press Enter to start the game.

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## SOUND CARDS

The following sound cards are supported: *SoundBlaster Pro 16 ASP*; *SoundBlaster Pro II*; *SoundBlaster Regular*; *Soundblaster 16 Plug and Play*; *SoundBlaster AWE 32*; *SoundBlaster AWE 64*

If you are experiencing problems with your sound card, try running the diagnostic software that comes with your card. **Eighty percent of all sound card problems are due to mistaken configurations.** If you are running a sound card that is not listed above, or are running a sound card in an emulation mode, your results may not be optimal. This game was tested only on the listed cards.

If you are experiencing problems with the game, try configuring the game for No Sound. If the game will now run normally (but without sound, of course), then you probably need to reconfigure your sound. Type **SOUND** at the game directory, choose "NO" when asked to accept the default settings, correct the IRQ setting, and try starting the game again. If your game still will not run, consult the manual that came with your sound card for diagnostic procedures.

## VIDEO CARDS/VESA DRIVERS

The following video cards are supported: *Cirrus (Cirrus Logic)*; *Diamond (many cards, may require individual drivers)*; *Matrox*; *S3 Trio and VRGE*

If you are experiencing any problem with your video/VESA driver, type **VINSTALL** from the game directory and follow the on-screen prompts. VINSTALL attempts to select a VESA driver specific to your video card; if it cannot find one, it selects a universal VESA driver that should work on most video cards. Should the VESA driver selected by VINSTALL fail to work, a VESA driver specific to your video card must be obtained from the card's manufacturer.

## MOUSE SETUP

If your mouse is not functioning, you should make sure the driver has been loaded for use with DOS-based programs. **Windows and other programs of its type have built-in mouse drivers that do not function outside of their environment.** Loading a mouse driver may be as simple as typing **MOUSE** (and pressing Enter) before starting the game. Since the command differs from mouse to mouse, you may need to consult your mouse user's guide for the location and name of your particular driver software.

If your mouse is acting erratically, it may be due to an old mouse driver for your mouse, or it may not be fully Microsoft or Logitech compatible. Check with the mouse manufacturer to see if there is an updated mouse driver available.

## CONTACTING SSI TECHNICAL SUPPORT

If you are having problems, please consult the "Troubleshooting" section of this data card before contacting SSI Technical Support. We've put many of the solutions to the most common problems in that area of the data card. If you are sure that you meet the requirements, and the game still does not run, you may need to get the latest version of your sound, video, mouse, or CD-ROM drivers before the game will run properly.

We have a staff of Technical Support Specialists ready to help you with any technical problems you may have with any of our games. If your problem is due to your system configuration they will tell you of the game's requirements and suggest some possible solutions.

**Because of the millions of different hardware and software configurations possible with today's PCs, you may still have to consult with your computer dealer, hardware manufacturer, or software publisher to properly configure your system before our game will work.**

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## CONTACTING SSI TECHNICAL SUPPORT (continued)

SoundBlaster Pro 16 ASP; SoundBlaster Pro II;  
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our problem is due to your system configuration they  
d suggest some possible solutions.

ware and software configurations possible with  
ult with your computer dealer, hardware  
properly configure your system before our game

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We suggest contacting SSI Technical Support via fax or e-mail if possible. Please send a print-  
out of your c:\autoexec.bat file, a printout of your c:\config.sys file, and a complete description of  
the problem. Please include the Operating System you are using, and any error messages you  
have seen which indicate that there is a problem.

Please send this information to our fax number, or one of the e-mail addresses found below.

**Fax:** 1-408-737-6814 **Attn: Technical Support**  
**E-mail:** [ssitechsup@mindscope.com](mailto:ssitechsup@mindscope.com)  
[stratsim@aol.com](mailto:stratsim@aol.com)  
[76711.250@compuserve.com](mailto:76711.250@compuserve.com)

If you cannot fax or e-mail us, we can also be reached by phone. Our Technical Support  
number is (408) 737-6850. The phones are open from 11AM to 5PM, Pacific Time, Monday  
through Friday, holidays excluded. **Absolutely no game playing hints will be given  
through this number.**

If the game about which you are inquiring has been out for more than 90 days, you'll also want to  
contact one of our online resources to be sure you are running the latest version of the game before  
contacting SSI Technical Support. Please see the SSI ONLINE section for information about where  
the latest patches and updates can be found.

## SSI ONLINE

Strategic Simulations, Inc. is currently represented on two online networks: CompuServe and America  
Online. You can reach us on the World Wide Web and these networks as stated below.

<b>World Wide Web</b>	<a href="http://www.ssionline.com">http://www.ssionline.com</a>
<b>America Online</b>	E-Mail: <a href="mailto:Stratsim">Stratsim</a>
<b>CompuServe</b>	E-Mail: 76711,250

SSI Files/Discussion on **CompuServe** can be found at **GO SSIFORUM**

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